ABSTRACT

In a development platform, a classifier for a given application defines a data model of an application model as a pattern (an object model) from a finite number of patterns (object models) that represent the possible permutations of data models. In addition, the development platform has a finite number of service objects that perform various functions/services on the object model from which the application model adopts one or more service objects. The object models and the service objects are generic to the development platform and usually a set of finite number of object models and a set of finite number of service objects can interface the application model with the various third party resources and tools.